
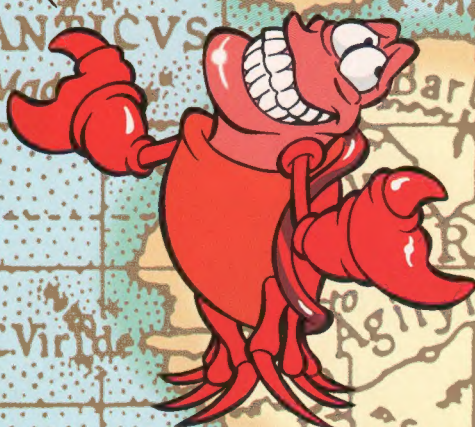
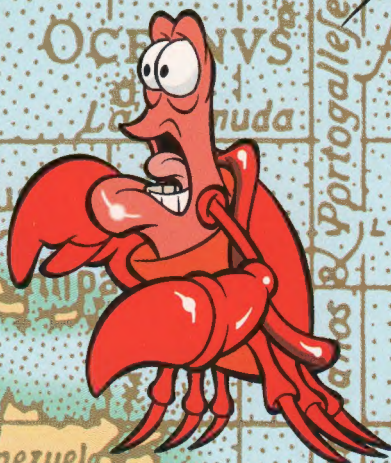
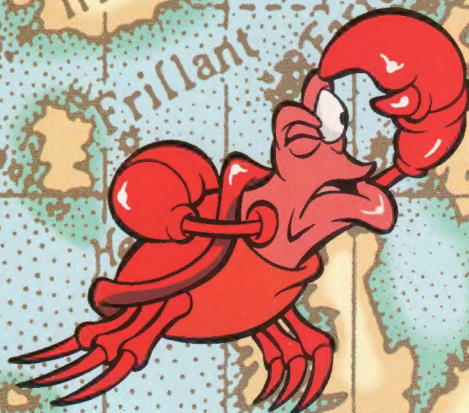


From THE LITTLE MERMAID



Sebastian travels the world!

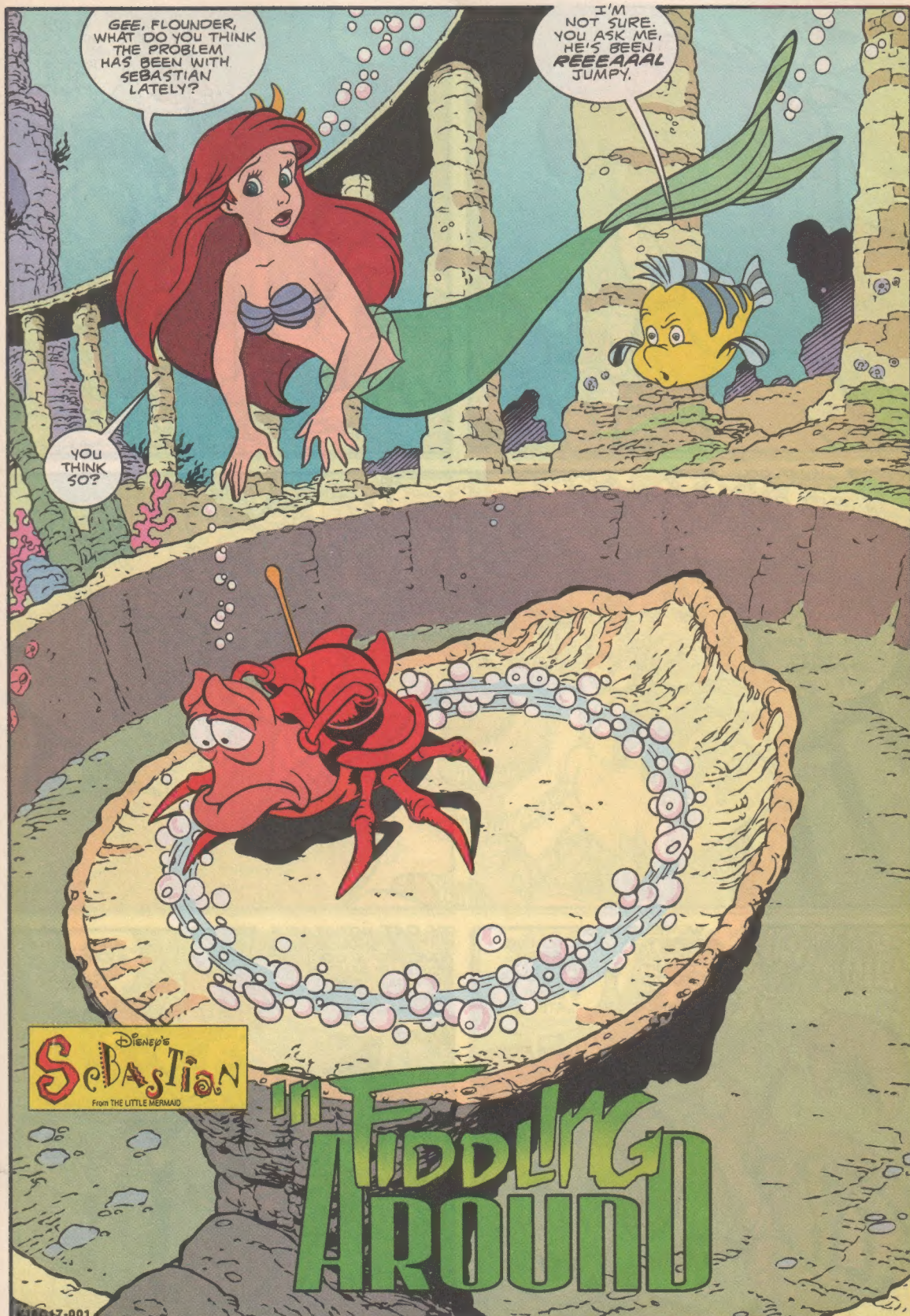
Quod Nigir in
Nylum fluat



RICK MORANIS
IN
HONEY, I
BLEW UP
THE KID

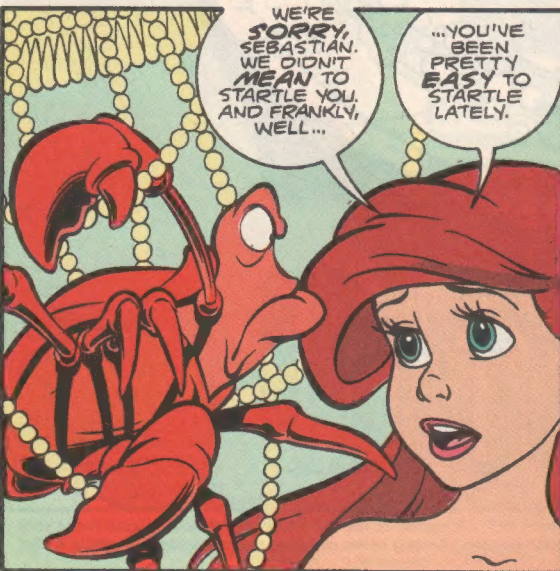
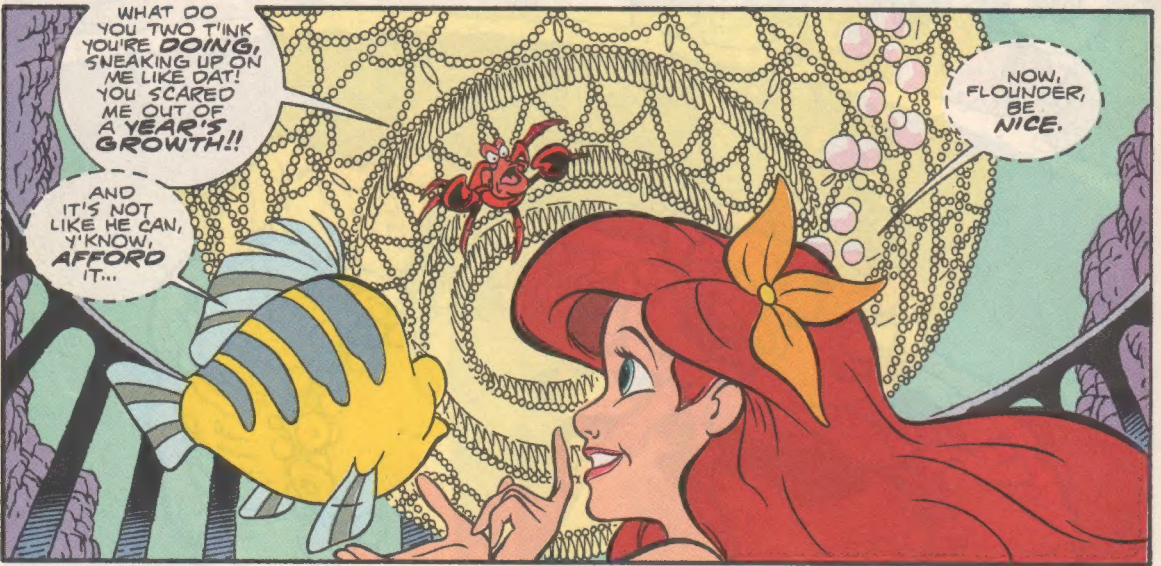
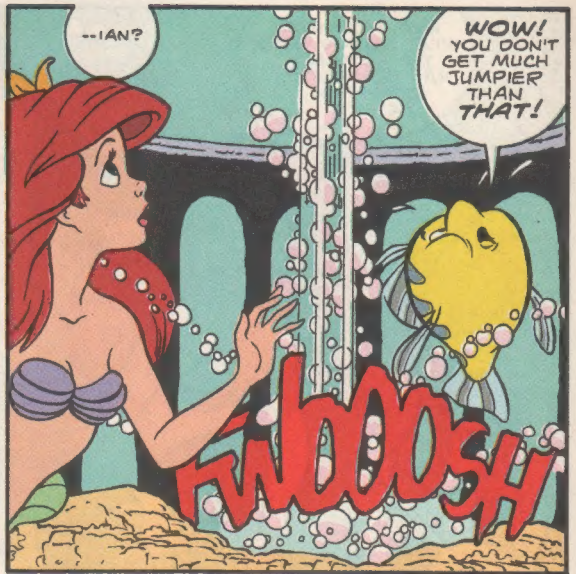
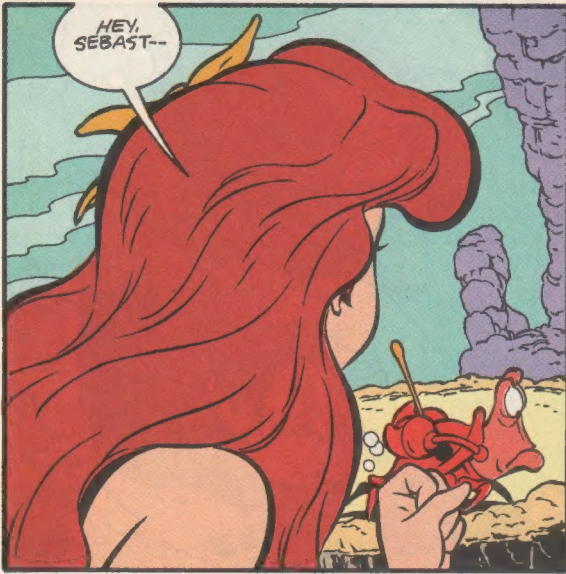
WALT DISNEY PICTURES presents RICK MORANIS "HONEY, I BLEW UP THE KID" a DAWN STEEL Production in association with EDWARD S. FELDMAN RANDAL KLEISER film MARCIA STRASSMAN LLOYD BRIDGES ROBERT OLIVERI
JOHN SHEA Music by BRUCE BROUGHTON Film Editor MICHAEL A. STEVENSON, A.C.E. Production Designed by LESLIE DILLEY Director of Photography JOHN HORA, A.S.C. Co-Producers DENNIS E. JONES Executive Producers ALBERT BAND and STUART GORDON
Based on Characters Created by STUART GORDON & BRIAN YUZNA & ED NAHA Written by THOM EBERHART Produced by DAWN STEEL and EDWARD S. FELDMAN Directed by RANDAL KLEISER
DOLBY DIGITAL
IN SELECTED THEATRES
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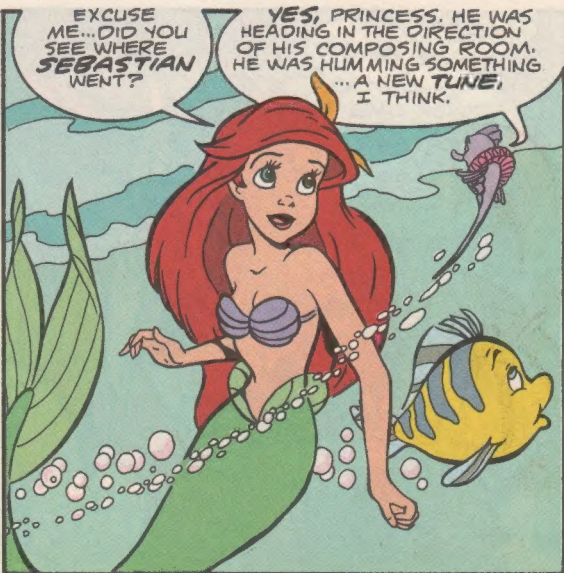
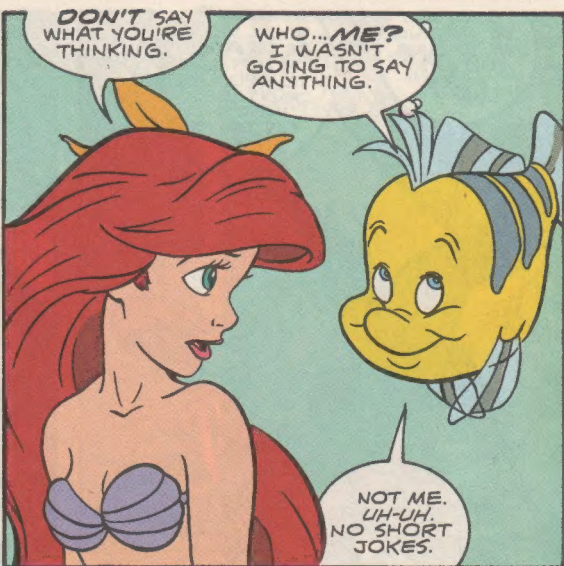
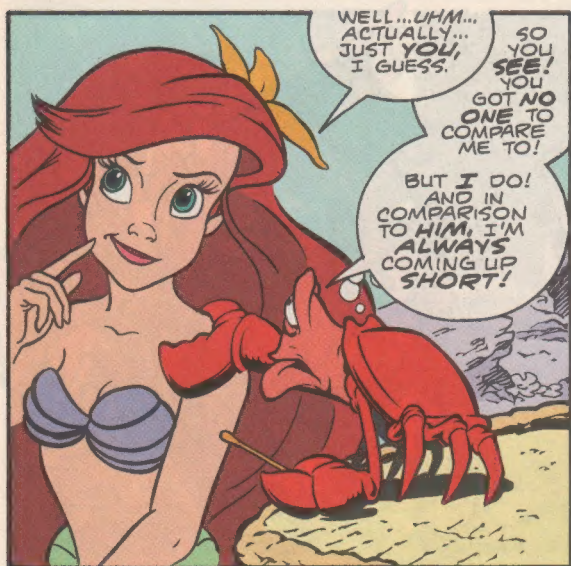
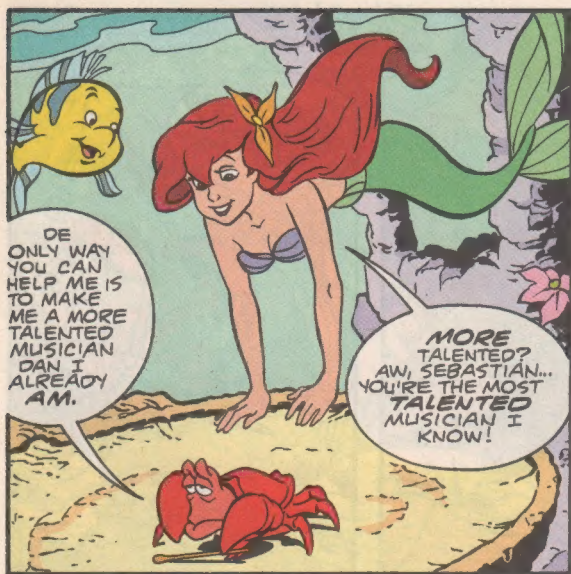
STARTS FRIDAY JULY 17, AT THEATRES EVERYWHERE



WDC47-001

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NO! NO!
DIS IS ALL
WRONG!

IT'S TRITE!
IT'S TIRED!
IT'S REPETITIVE!

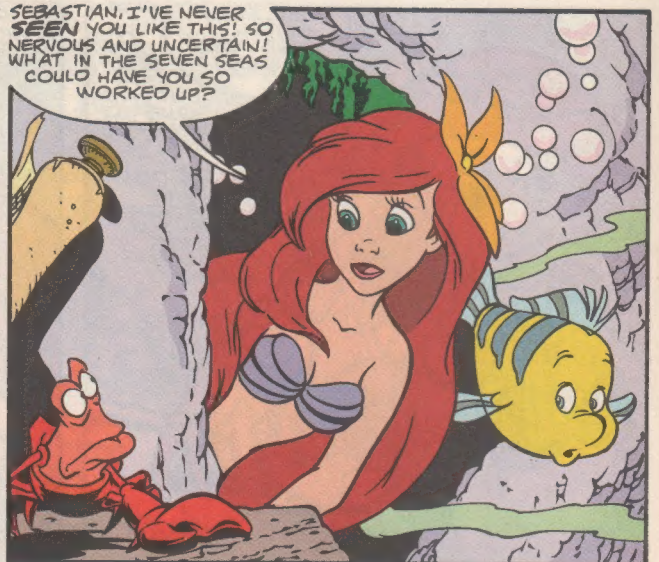
I'M
CAPABLE
OF SO MUCH
BETTER DAN
DIS!



WILL YOU
BE NEEDING
ME TO GIVE
YOU ANY
MORE
INK?

WHY?
WHAT WOULD
BE DA POINT?
I'M NOT GOING
TO PRODUCE
ANYTHING
WORTH
LISTENING
TO.

SEBASTIAN, I'VE NEVER
SEEN YOU LIKE THIS! SO
NERVOUS AND UNCERTAIN!
WHAT IN THE SEVEN SEAS
COULD HAVE YOU SO
WORKED UP?



A. FIDDLER
CRAB.

WHO?

ARTHUR
FIDDLER CRAB.
ONE OF DA
GREATEST
MUSICIANS WHO
EVER LIVED.
MY TEACHER.
MY MENTOR.

AND HE'S COMING
HERE TO VISIT!
TOMORROW!

I WANT TO
WRITE A SYMPHONY,
DEDICATED TO HIM, TO
SHOW MY APPRECIATION
... AND MY GENIUS.
BUT **NOTHING** IS
COMING! I'M AFRAID
THAT, NO MATTER
WHAT I WRITE, IT
WOON'T BE **GOOD
ENOUGH!**



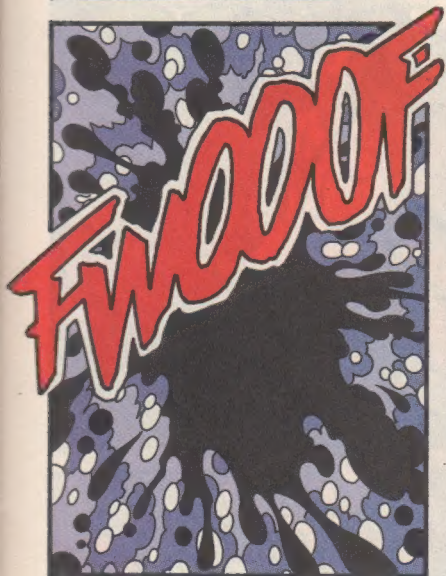
SEBASTIAN, JUST DO YOUR BEST! YOU CAN DO IT! YOU'RE THE GREATEST! WHY...WHY, THIS FIDDLER CRAB...HE'S DARNED LUCKY TO HAVE HAD YOU AS A STUDENT!

YOU...YOU THINK SO?

I KNOW SO! WHATEVER YOU COMPOSE IS GOING TO BE GREAT, BECAUSE YOU'RE THE ONE WHO COMPOSED IT!

YOU'RE RIGHT! WHY DIDN'T I SEE DAT BEFORE!

QUICKLY! MORE INK! I HAVE BRILLIANCE TO CREATE!

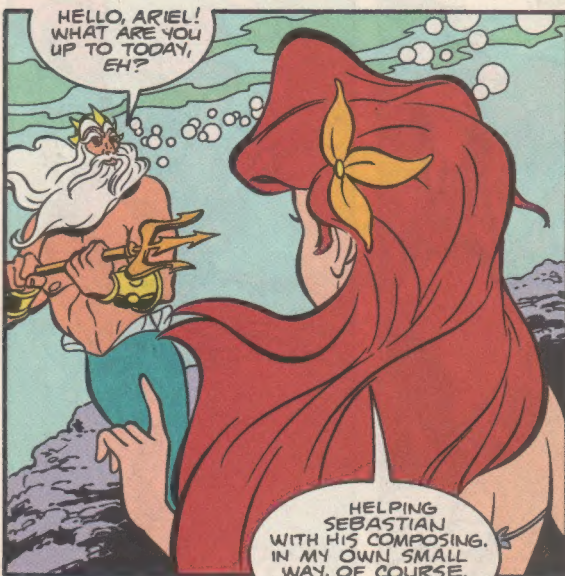


SORRY.

NOT DAT MUCH INK.

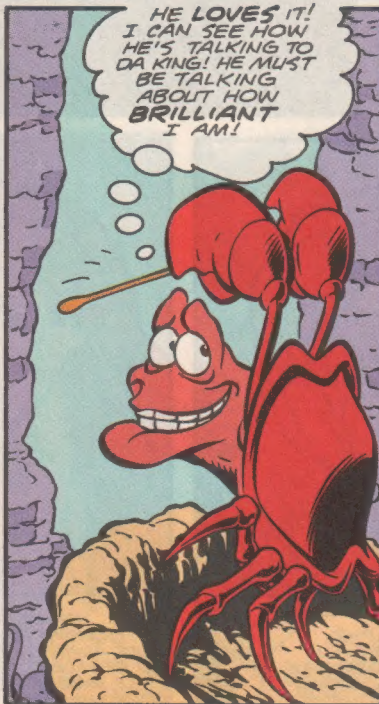
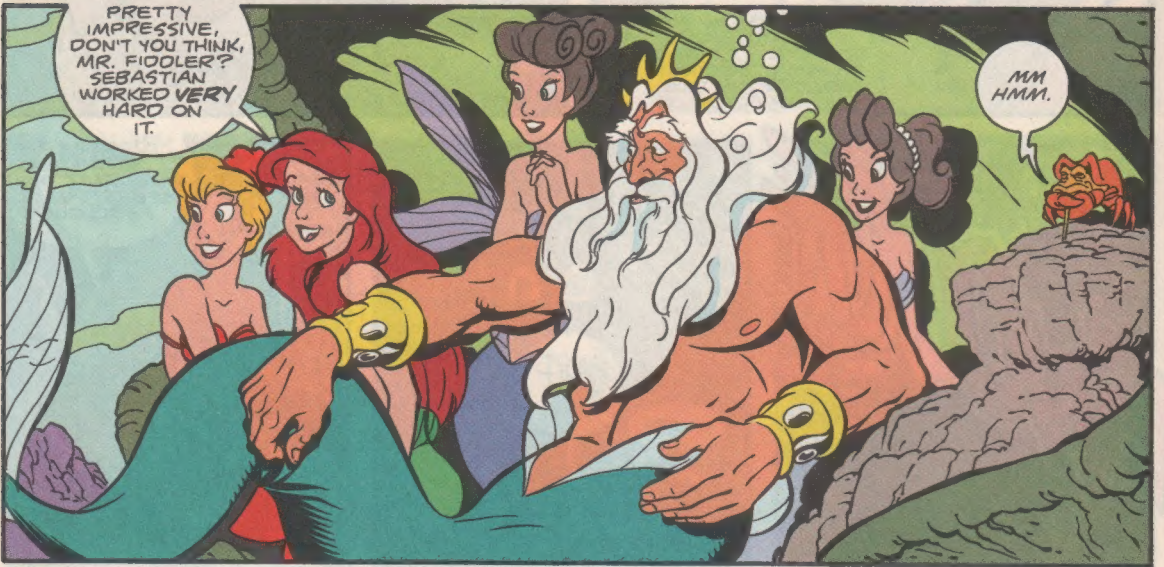
THAT WAS REALLY NICE, WHAT YOU SAID TO SEBASTIAN.

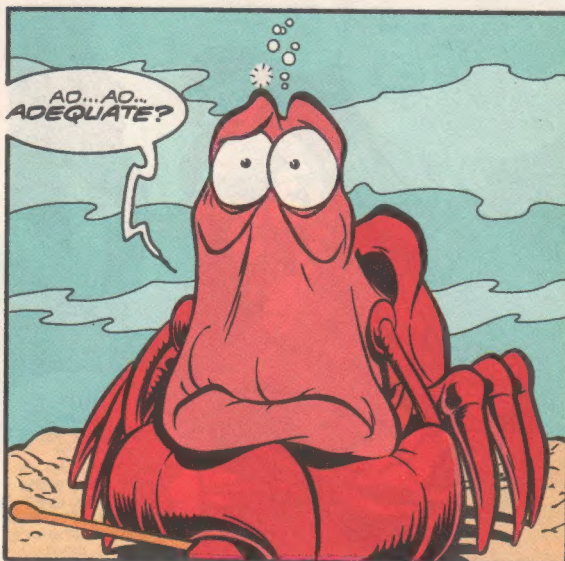
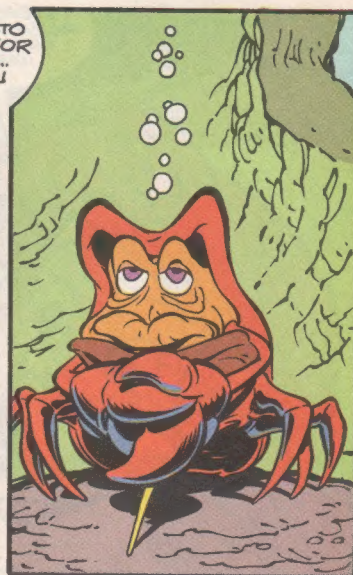
IT'S ONLY THE TRUTH! WHO WOULDN'T THINK SEBASTIAN IS FABULOUS?



WELL, GOOD. HE COULD USE SOME HELP.

OH, HE'S COMPETENT. AS ALWAYS... BUT IT'D BE NICE TO HEAR A LITTLE VARIETY IN HIS WORK NOW AND THEN.

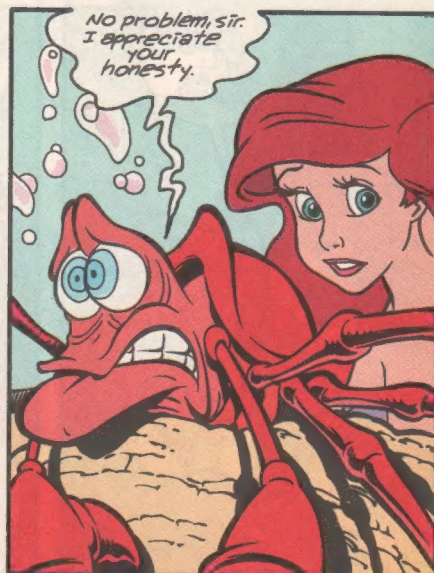




YES, ADEQUATE. ADEQUATELY COMPOSED AND PLAYED, BUT NOTHING **MORE**. THERE'S NOTHING **NEW** HERE.

NONE OF THE FIRE AND INNOVATION I REMEMBER FROM THE YOUNG CRAB NAMED SEBASTIAN.

I EXPECTED YOU TO **ADVANCE**. I AM A BIT DISAPPOINTED.



A SHORT
TIME
LATER...

SEBASTIAN,
PLEASE DON'T
TAKE IT SO
HAR--

OH, MY
GOSH!

SEBASTIAN!
WHERE ARE
YOU GOING!?

TO GROW AS A
MUSICIAN.

WELL...
WELL, CAN'T YOU
GROW HERE?

NO, CHIL. YOU SEE,
AS A YOUNG CRAB
I DID **MUCH**
TRAVELLING. THOSE
EXPERIENCES OF
DA WORLD HELPED
SHAPE MY MUSICAL
DIRECTIONS.

BUT I
HAVEN'T
EXPERIENCED
MUCH
SINCE COMING
HERE T' **STAY**.
I GOT TO GET
BACK OUT DERE
AND EXPERIENCE
T'INGS AGAIN.

BUT IT'S
DANGEROUS
OUT IN THE
WORLD!

BECOMING
BORING AND
STAGNANT
IS **WORSE**.

I'VE GOT TO DO
DIS. I'VE ALREADY
TOLD DA KING, AND
HE'S GRANTED ME A
LEAVE OF ABSENCE.

HOW...
HOW
LONG
WILL
YOU BE
GONE?

AS LONG
AS IT
TAKES,
CHIL.

PLEASE BE
CAREFUL.

I
WILL.

VERY
CAREFUL.

fin

DAYDREAMIN' DAVEY

JUNIOR HIGH WAS NEVER LIKE THIS!

Set off with time-travelling Davey on a rollicking adventure through the past and into the future. Following his wandering imagination through time and space, Davey picks up magic from Merlin the Magician, battles Cyclops in ancient Greece, finds Pandora's Box in the Cloud City, and covers all the stops along the way to the final show-down - the big gunfight against the Clanton Gang at the OK Corral. So listen up and pay attention - or this might go on your permanent record!

Licensed by Nintendo for play on the

Nintendo





BETWEEN THE LINES

THE COVETED MOO BALLOON

What in the world is the coveted MOO BALLOON?

In August, 1989, Bob Foster and I needed a lot of changes made on some art. In a story set in the Old West, some cows should have been mooing, but the cows had no word balloons.

Bob called in veteran Disney artist Larry Mayer to make the changes right away, since the story had to go out very soon. Len Wein, at the time just barely hired to be editor-in-chief, joined us.

So there we were, solemnly scrutinizing the art, when Bob or I (I'm not sure who) asked Larry to create "moo balloons." The phrase was so silly that we burst out laughing.

The phrase "moo balloon" stuck. That night, while Bob and I were working late, the words "moo balloon award" popped into my head. I played with the phrase on a computer. Bob and I started talking about it. By the time we went home, we knew what to do.

Bob bought a picture frame. I printed a proclamation on Disney stationery. And when Larry Mayer came back with the corrected art, we gave him the coveted Moo Balloon Award, reserved for people who bail Disney Comics out of terrible jams or perform other extraordinary services for the company.

There have been other winners since that August. Bob and Len both won Moo Balloons. So did the Jaime Diaz Studios, whose artists have produced so many great pages for us. Mike Royer got one for designing the logos that you find on such comics as *Uncle Scrooge*, *Walt Disney's Comics and Stories* and *Donald Duck Adventures*. Top freelancers—such as Dave Hunt and Scott Saavedra, whose work appear in *Sebastian #1*—have gotten them.

And so, to all Moo Balloon recipients, we offer Disney Comics' most distinguished fanfare:

"MOOI!"

—David Seidman
Senior Editor

ON SALE THIS MONTH

To mark the opening of Euro Disneyland, this month's issues of *Donald Duck Adventures*, *Walt Disney's Comics and Stories*, and *Uncle Scrooge* each feature an adventure inspired by a park attraction!

DONALD DUCK ADVENTURES #27

"Adventure in Fantasyland"

While touring Fantasyland, Donald dreams he's back in Medieval times battling a ferocious dragon.

Story by **Unn Printz-Pahlson**

Art by **Vicar**

"Nap in Nature"

Donald has a tough time taking a nap outdoors.

Story and Art by **William Van Horn**

"The Houseboat"

Summer is here, so Donald takes the kids out on a houseboat in the middle of a lake, where they'll stay out of trouble.

Story and Art by **Carl Barks**

Plus... Map of Duckburg, part 7 of 9!

WALT DISNEY'S COMICS AND STORIES #574 ANOTHER 64-PAGE ISSUE

Donald Duck in "Mastering the Matterhorn"

The kids climb the Matterhorn and discover a huge diamond buried at the summit by the Beagle Boys.

Art (only) by **Carl Barks**

from Vacation in Disneyland

"Magic Trick"

Donald is all thumbs when it comes to "sleight of hand."

Story and Art by **William Van Horn**

"Li'l Bad Wolf"

The Three Pigs get an iron-jawed bulldog to bite the Big Bad Wolf.

Mickey Mouse Sunday Pages

This is the first appearance of some of the fabulous Mickey Mouse Sunday comics drawn by one of the best, most overlooked artists who ever worked on the Disney strips.

Story by **Bill Walsh**

Art by **Manuel Gonzales**

PINOCCHIO—a special 16-page section!

The original movie adaptation that ran for 16 weeks in the newspaper comics for December 24, 1939–April 7, 1940.

Story by **Merrill DeMaris**

Art by **Hank Porter and Bob Grant**

Mr. Smee in "Fed Up"

Tired of the abuse he suffers from Captain Hook, Mr. Smee becomes captain of his own pirate ship.

Art by **Harvey Eisenberg**

Mickey Mouse and "The Robot Army"
(Chapter One)

A broken record leads Mickey to a bad section of town where he discovers a mysterious black book and some equally mysteri-

ous bad guys assembling robots.

Art by **Stan Walsh**

Plus... Map of Duckburg, part 8 of 9!

UNCLE SCROOGE #269

"Plunkett's Emporium"

While on Main Street, Scrooge recalls the time he and Glomgold worked in a store and competed to see who would take over the business.

Written by **Jack Sutter**

Art by **Vicar**

"The Flowers"

Scrooge tells Donald why he should never buy a woman flowers by reminiscing about *Ruby Rhumba*, the girl who broke his heart in the Yukon.

Written by **Jack Sutter**

Art by **Vicar**

Plus... Map of Duckburg, part 9 of 9!

SEBASTIAN #1 (OF 2)

"Teacher's Pet Peeve"

Sebastian's mentor, A. Fiddler Crab, is coming to visit. Sebastian wants to please him with new music—but Fiddler rips it to shreds. Sebastian goes off into the world to discover new forms of music.

Written by: **Peter David**

Art by: **Jackson Guice**

"Sebastian in Scotland"

Sebastian and the Loch Ness Monster? Believe it or not, our favorite crab actually invents the monster.

Written by **Doug Murray**

Art by **Bill Fugate**

DISNEY ADVENTURES—Volume 2, #9 (#21)

A very special treat that was two years in the making—a brand-new Mickey Mouse three-part, fully-painted graphic novel begins this issue.

"Space Mickey and the Throgg-Ray Wars"

This story takes Mickey, Minnie, Goofy and Pete into deep space and a battle to save the universe.

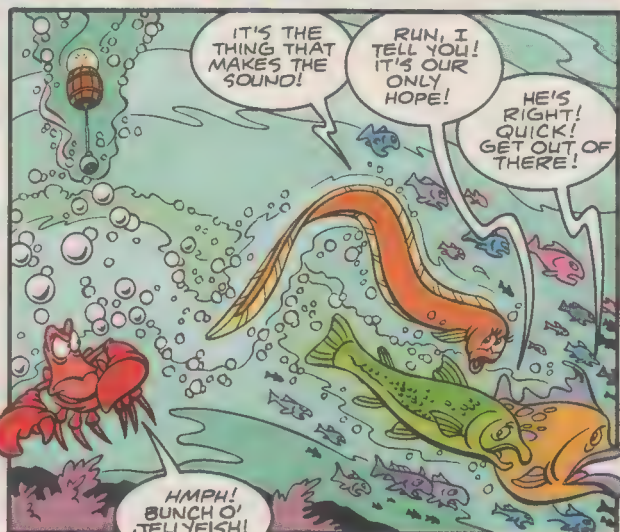
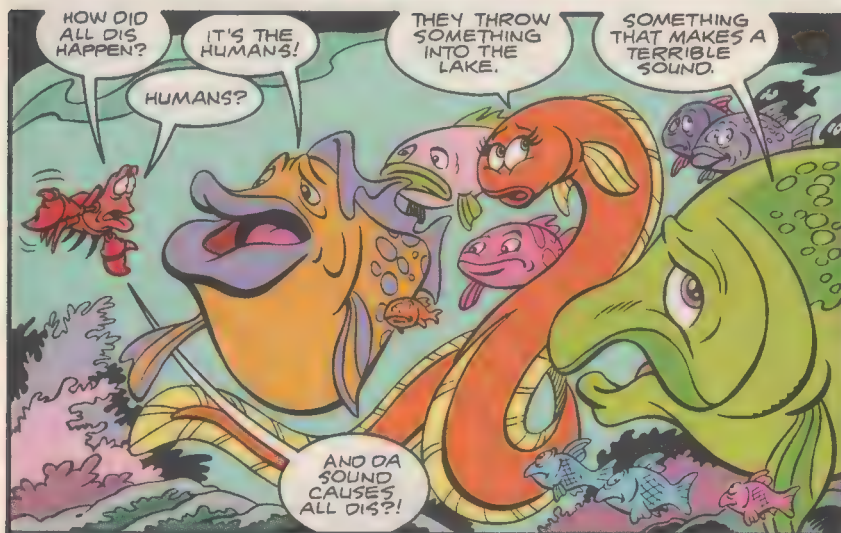
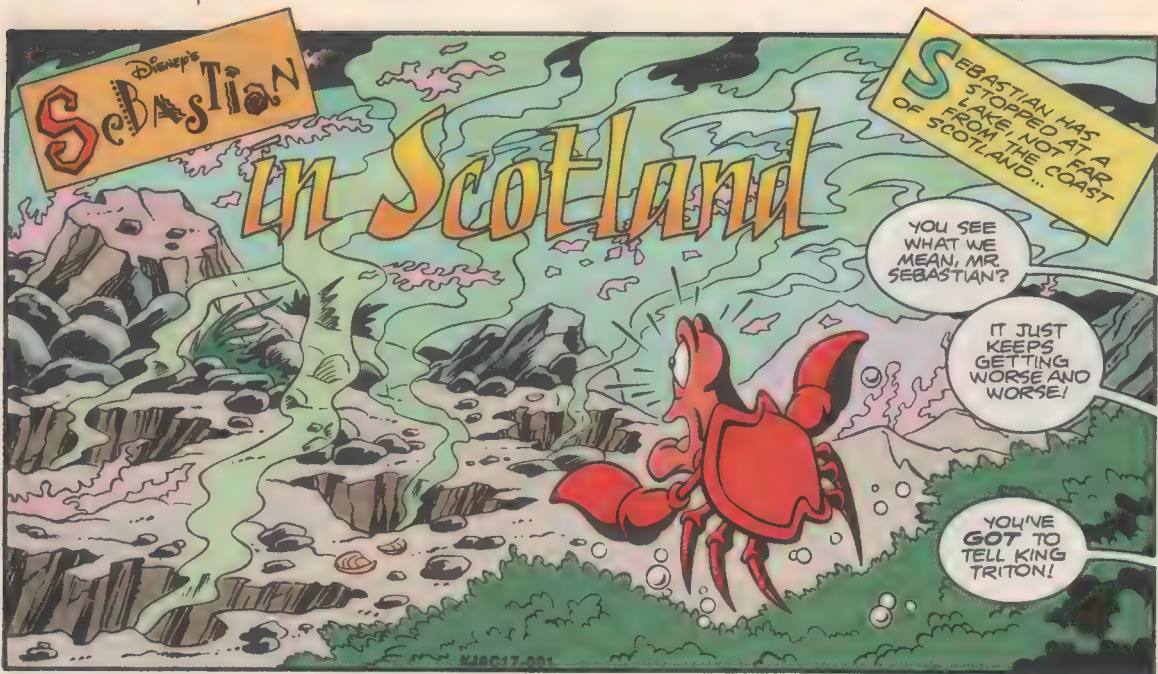
The painted art by **Sergio Asteriti** is truly breathtaking.

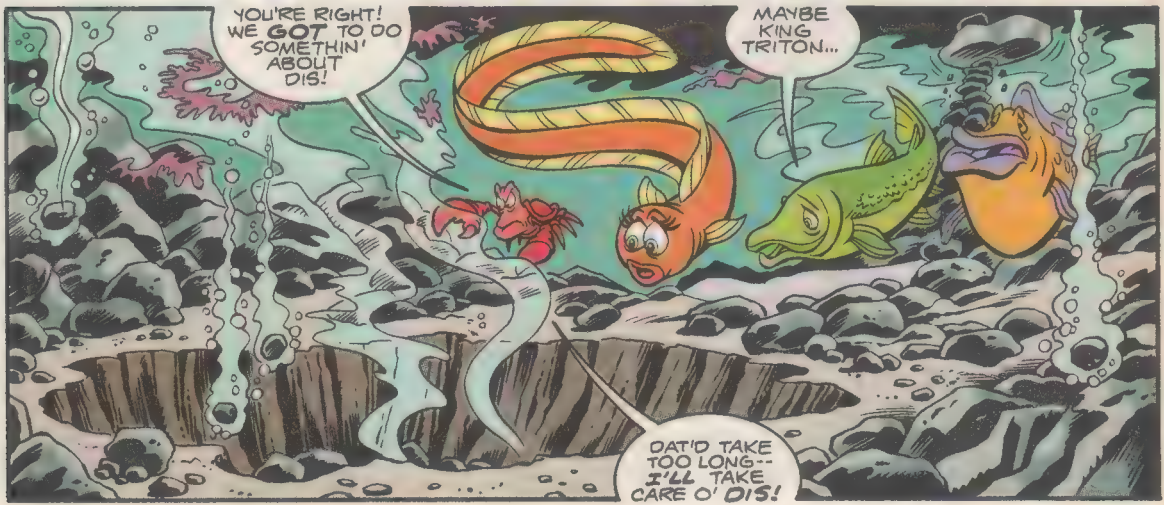
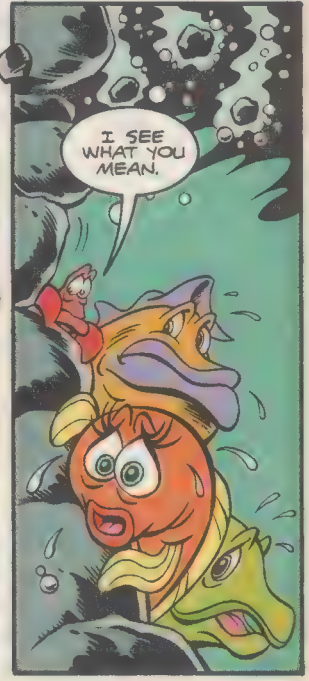
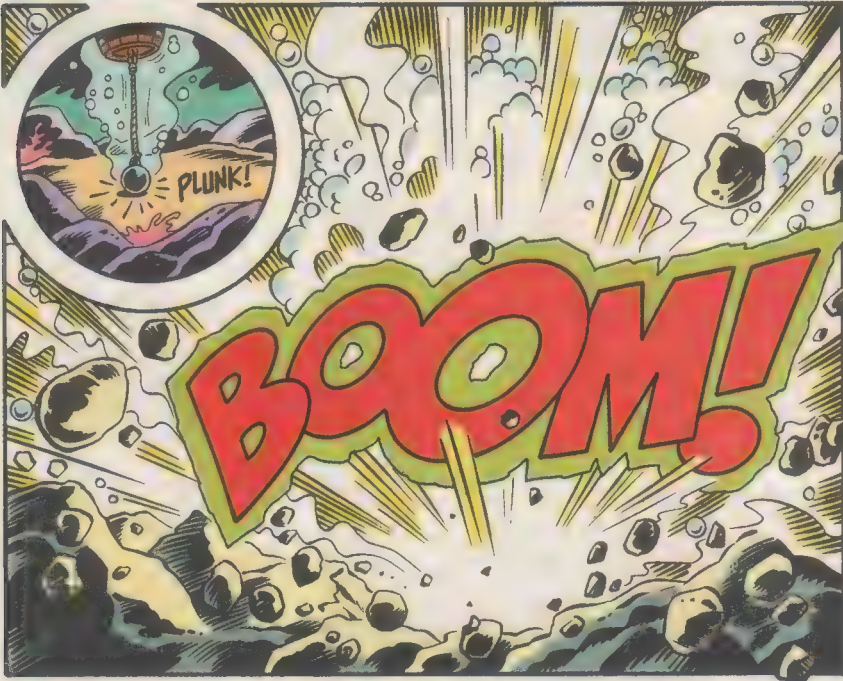
The script by **Lee Nordling** takes Mickey in an all-new direction.

"Kitty Kat Kaper"

The funniest Darkwing Duck story you've ever seen when Darkwing meets his most dangerous foe yet—Fluffy! (Fluffy?)

And to round out this incredible issue is a wild Rescue Rangers tale, *"Phantom Of The Orpheum."*





SHORTLY...

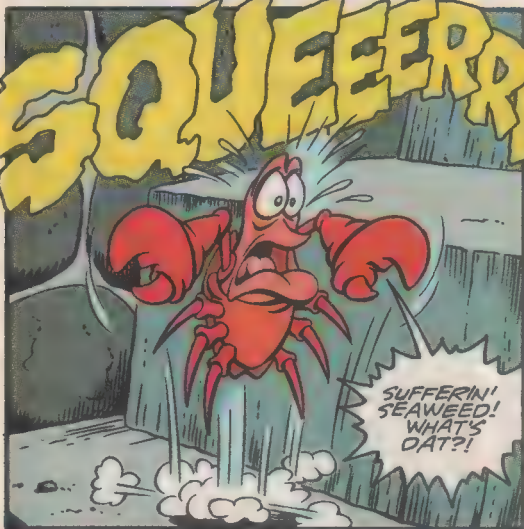
LOOK AT DE
SIZE OF DIS
PLACE!

HOW DO I
GET MYSELF
INTO DESE
SITUATIONS?
YOU'D T'INK
I'D KNOW
BETTER...

BUT NO!
I GO STICKIN'
MY CLAW IN
MY MOUT'
AND...



SQUEEERRR EEEEEKKKKK WAAARRR



SUFFERIN'
SEAWEEED!
WHATS DAT?!



STOP
DAT
NOISE!

SQUEEERK

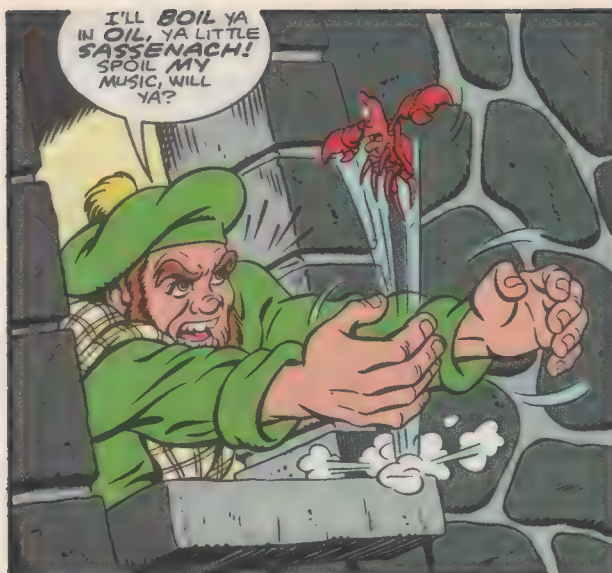


CAN'T
HEAR ME!
I'LL...



ME
PIPES!

UH
OH!





DAT'S HORRIBLE!
I'VE GOT TO
STOP OEM!
BUT HOW...?

I'VE GOT
YA! YA WEE
SABOTEUR!

Eep!

YOW!

OWWWW!

CRASH!

I'LL GET
YA FOR THAT,
YA LITTLE
BEASTIE!

HEY!
COME BACK
WITH ME
PIPES!

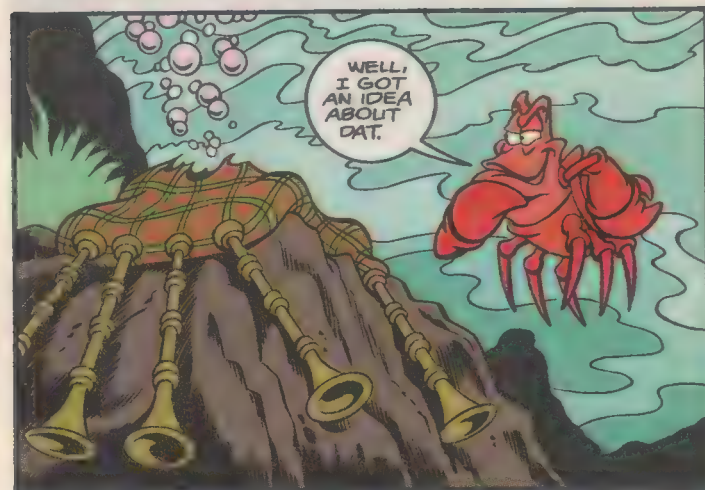
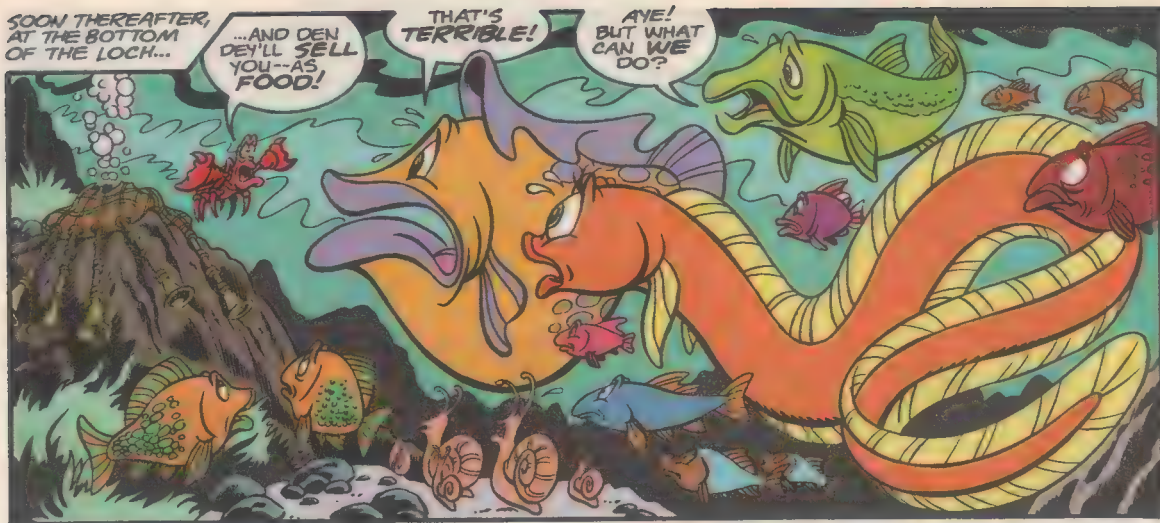
PLOP!

SOON THEREAFTER,
AT THE BOTTOM
OF THE LOCH...

...AND DEN
DEY'LL SELL
YOU--AS
FOOD!

THAT'S
TERRIBLE!

AYE!
BUT WHAT
CAN WE
DO?



WELL,
I GOT
AN IDEA
ABOUT
DAT.



ALL
WE HAVE
TO DO
IS...

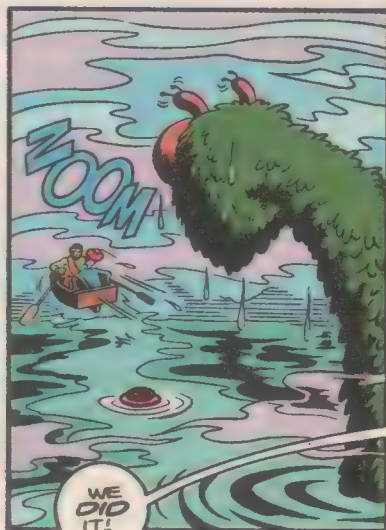
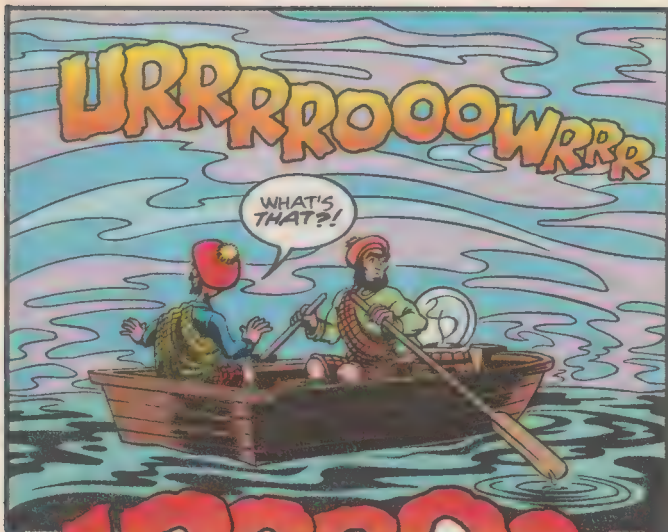
THE NEXT
MORNING...

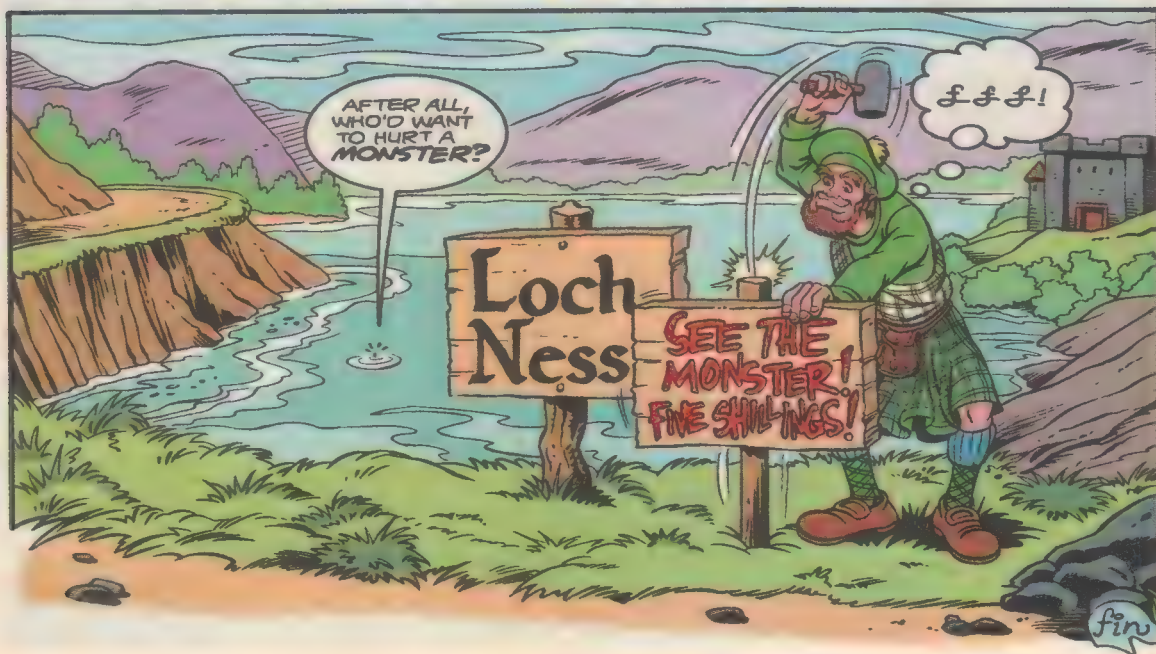
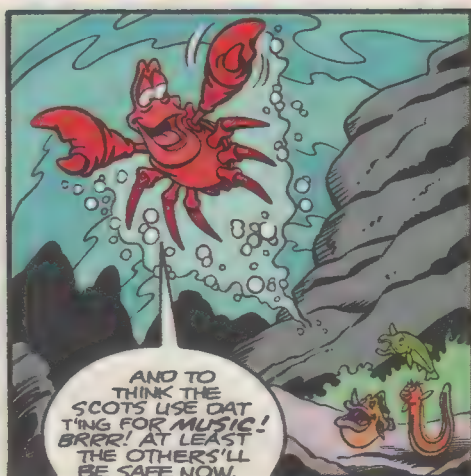
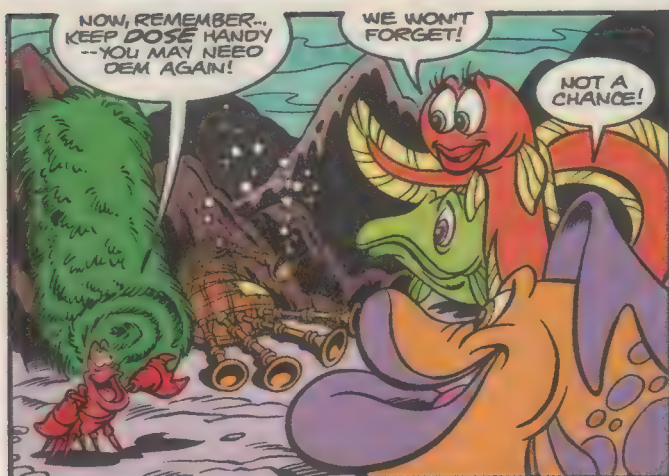
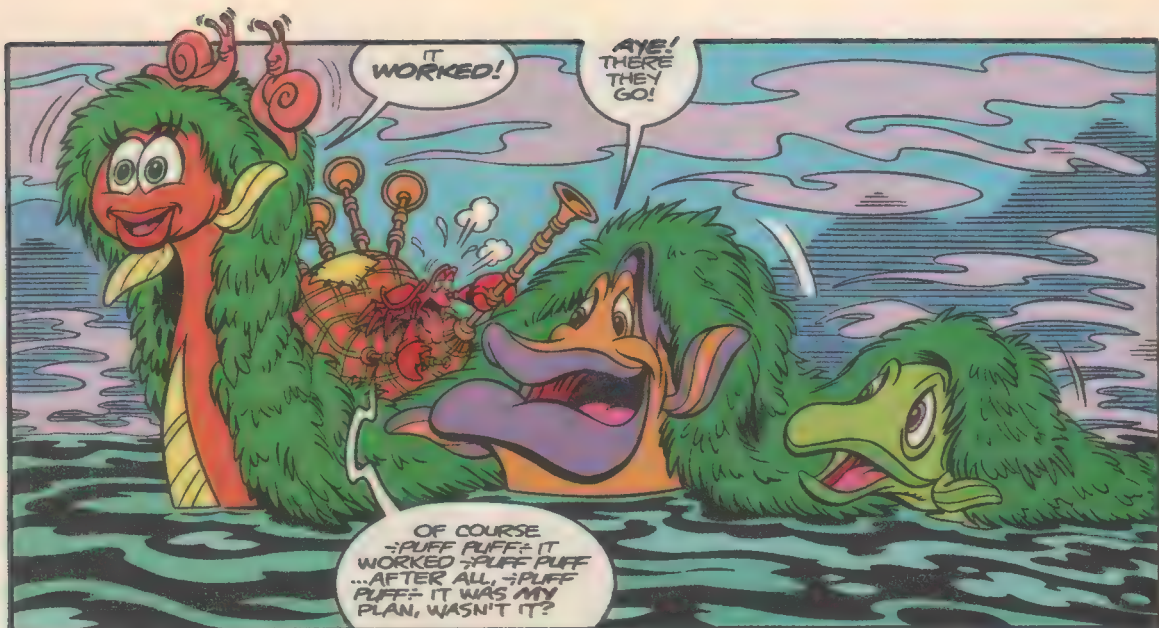


JUST A FEW
MINUTES MORE
AND WE'LL ALL
BE RICH AS
CROESUS!

AYE! JUST
THINK! NO MORE
HAGGIS FOR
BREAKFAST!

AMEN
TO THAT!
WE'RE
ALMOST
THERE.
LET'S...





CARL BARKS AND THE DISNEY DUCKS

NOW AVAILABLE:

The story of Scrooge McDuck on the road to wealth, the first in a series of limited-edition sculptures and a book that tells this story about

CARL BARKS

The Old Duck Man, now in his ninety-first year, is overseeing the production of fine porcelain sculptures commissioned by Disney and Another Rainbow and based on his most memorable and beloved paintings of the Disney duck family. The first is based on the painting *Always Another Rainbow*, which depicts Scrooge McDuck with a hard won sack of gold in his hand and gazing into the future that would see

him become the world's richest duck.

Barks designed the sculpture through a series of meticulously prepared drawings, and entrusted them to Connoisseur of Malvern, a British sculpting studio whose collections grace Buckingham Palace and the White House. Connoisseur's craftsmen then worked directly with Barks to bring his vision to life. Cast in fine bone china, hand-painted, and signed by the artist, this figurine, *Always Another Rainbow*, is a treasure Uncle Scrooge himself might dream of!

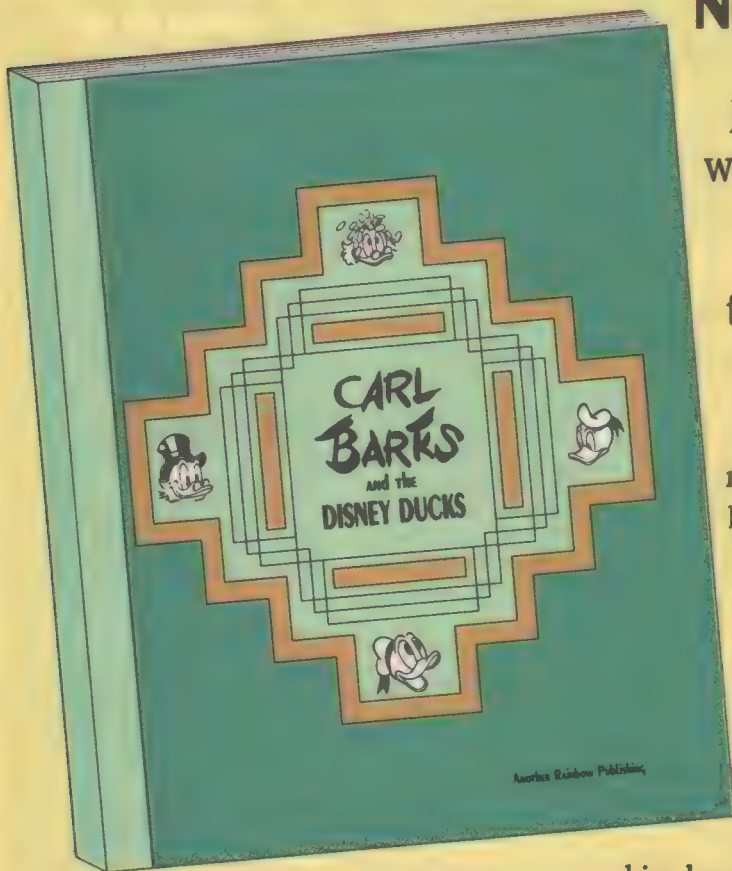
Each figurine is paired with a Barks' limited-edition lithograph of the painting that inspired it, signed and numbered to match. The sculpture is mounted on a hand-crafted cherrywood base, while the print comes in a matching cherrywood frame.

Another Rainbow is also producing **Carl Barks and the Disney Ducks**, a lavish 36-page book of high production value that chronicles the making of these exquisite figurines. Particular attention is paid to Carl Barks' sketches, designs, and his overall supervisory role in the production. Featuring full color and duo-tone photos, this book is designed as an informative adjunct to the figurines; however, it also stands alone as a showcase for this amazing new direction in Barks' legendary career, and is a must read for all of his fans.

Always Another Rainbow is strictly limited to 100 figurines. To learn more about this and the entire figurine project, you may send \$1.00 for a giant 17"x11" four page full color brochure featuring a short history of the figurine project and Carl Barks' role in it, or \$10.00 (postpaid) for **Carl Barks and the Disney Ducks**.

ANOTHER RAINBOW • Box 2079-C • Prescott, AZ 86302 • (602) 776-1300

Please allow two weeks for delivery.



Sebastian's Notes

Send to:
Disney Comics

500 South Buena Vista Street
Burbank, California 91521-6850

Welcome to the first issue of our two-part mini-series. I hope that you like it.

I think of **Sebastian** as a continuation of our **Little Mermaid** four-part series...so let's dip into the **Mermaid** mail bag, shall we?

Dear Disney people,

I was wondering if you could make some more **Little Mermaid** cartoons with the same voices for all the characters. And please show more of Ariel's sisters, too.

Eileen Tallman
Norwood, NY

A **Little Mermaid** TV special and series will come your way on CBS.

Dear Editor,

I read your **Little Mermaid** comics, and I must say they truly impressed me. The stories are delightful and great fun to read. But the thing that intrigued me most about your comics is the artwork. I have read almost all of the **Little Mermaid** books, and none of the artwork is nearly as beautiful and accurate to the movie as yours!

I am twelve years old and an artist myself. When I saw the movie, I tried for months to draw Ariel by looking at pictures of her. Your comics inspire me greatly. And I'm really looking forward to your next issue!

April Morris
Kalamazoo, MI

Dear all,

I have loved all of Disney's **Little Mermaid** comics. I encourage you to produce more **Little Mermaid** comics. I really do, because most of the letters you get are trying to tell you to go beyond issue #4. And I'm sure this comic is a hit. So please, just think about it! It's the best thing you could ever do!

Allison Papa
Crisfield, MD

I'd love to, Allison. What do you think of **Sebastian**?

Dear Ariel,

I love anything that has to do with **The Little Mermaid**. So naturally, I love your comic book. But not just because it has to do with **The Little Mermaid**. It's exciting, adventurous and colorful. While it still has the qualities of the movie, it is different. It is a *must read* for all **Little Mermaid** fans. This comic book is wonderful! But with characters like Ariel, Flounder and Sebastian, it's no wonder why it's wonderful.

Keep up the good work!

Candice Sacco
Dover, NJ

Dear Ariel,

I'm your biggest fan. I collect your dolls, your magazines and everything else.

Ariel, please give me a list of your sisters.

Kimberlee Coulter
Dinwiddie, VA

Ariel's sisters are Aquata, Andrina, Arista, Attina, Adella and Alana.

Next issue

In our second and final issue, Sebastian continues his way around the world and heads home.

In "A Fright at the Opera," by Pat McGreal, John Costanza and Dave Hunt, the crab tries to see a show at the Venice Opera House, but ends up in wild slapstick!

And "Home Port" leads Sebastian back to the Mer Kingdom—only to find that he's been replaced! It's by Peter David and Mark Marderosian.

Plus other stories and surprises, under a cover by Tom Bancroft and Brian Garvey. (If you want a sneak peek at the cover, it's atop the next column.)

It's on sale around July 14. Join us, won't you?

David Seidman, editor



Credits

"Fiddling Around"

Written by Peter David
Penciled by Jackson Guice
Inked by Brian Garvey
Lettered by John Workman
Colored by Jo Meugniot

"Sebastian in Scotland"

Written by Doug Murray
Penciled by Bill Fugate
Inked by Dave Hunt
Lettered by John Workman
Colored by Jo Meugniot

"Out of Africa and into the Frying Pan"

Written by Pat McGreal and Dave Rawson
Penciled by Jorge Sanchez
Inked by Roberto Bat
Lettered by Bill Spicer
Colored by Jo Meugniot

"The Big Finale"

Written by Scott Saavedra
Penciled by Dan Gracey
Inked by Brian Garvey
Lettered by Stan Sakai
Colored by Jo Meugniot

Cover

Penciled by Tom Bancroft
Inked by Brian Garvey
Colored by Cris Palomino
Map courtesy of the Encyclopedia Britannica

Special thanks to Philo Barnhart, Lauren Burger, Dave Pacheco and Cris Palomino for character keying.

Disney's
Sebastian

OUT OF **AFRICA**...

...AND INTO THE
FRYING PAN

OH, WHY DID I OPEN MY BIG MOUT'?! NOW HERE I AM IN AFRICA LOOKING FOR DE NEW MUSICAL RHYT'MS!

HURMPH! AS IF KING CRABBY ADE HAS ANYT'ING TO TEACH ME!

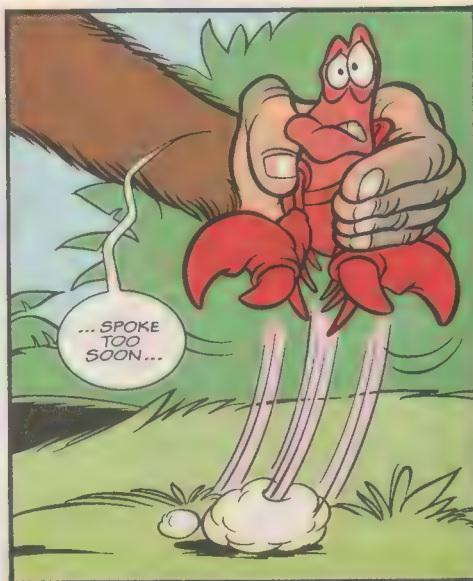
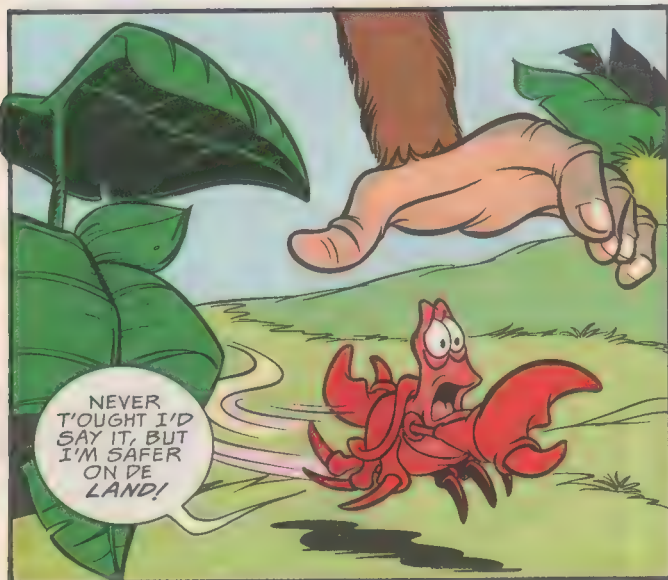
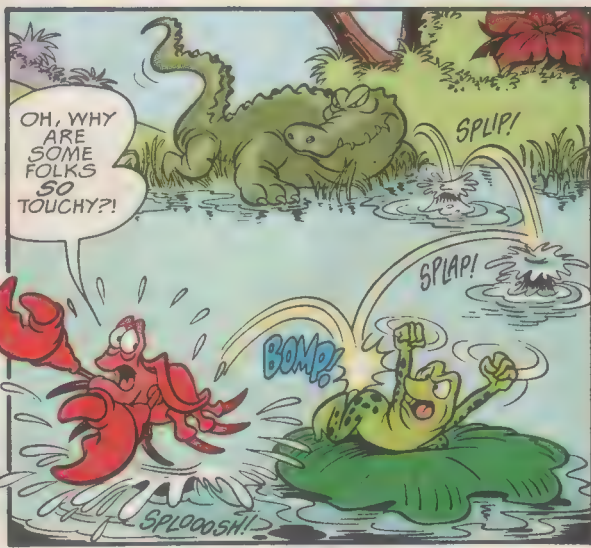
AND DIS CONGO RIVER IS SO MUDDY YOU CAN'T SEE A T'ING DOWN DERE!

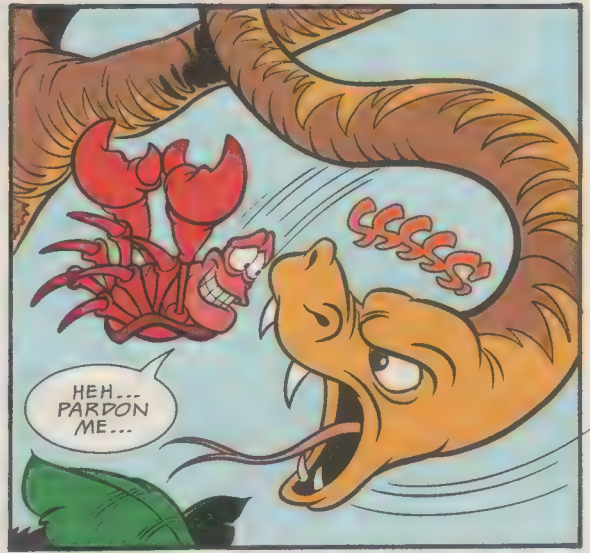
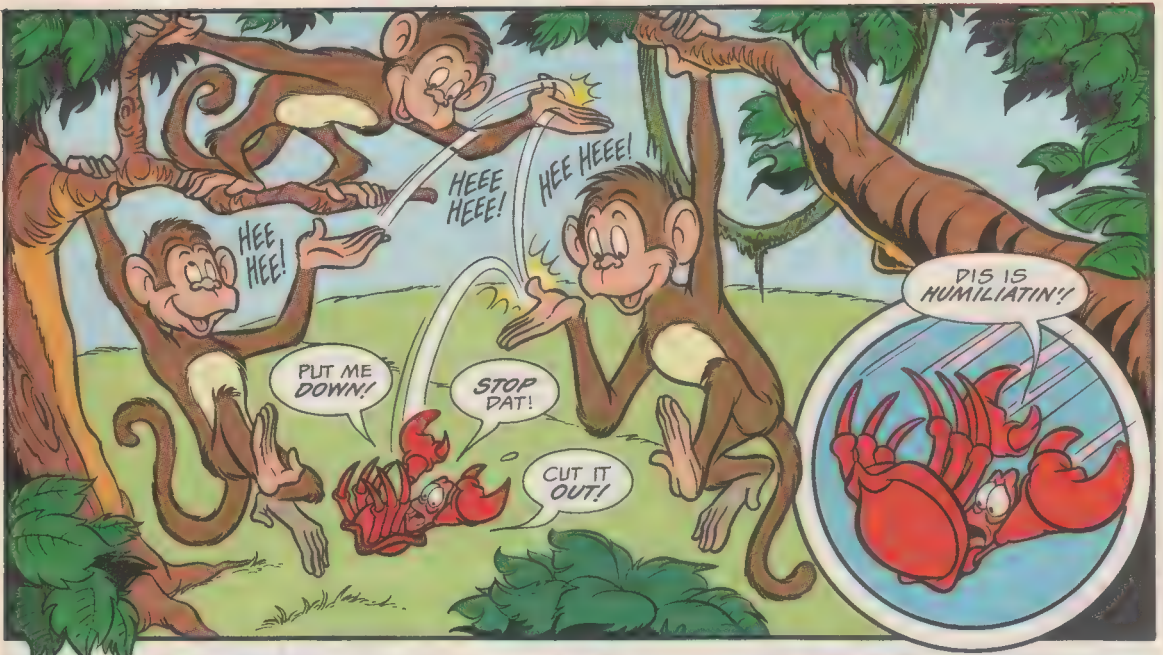
WHAT A CATASTROPHE! A POOR CRAB LIKE ME FORCED TO TRAVEL OUT OF DE WATER!

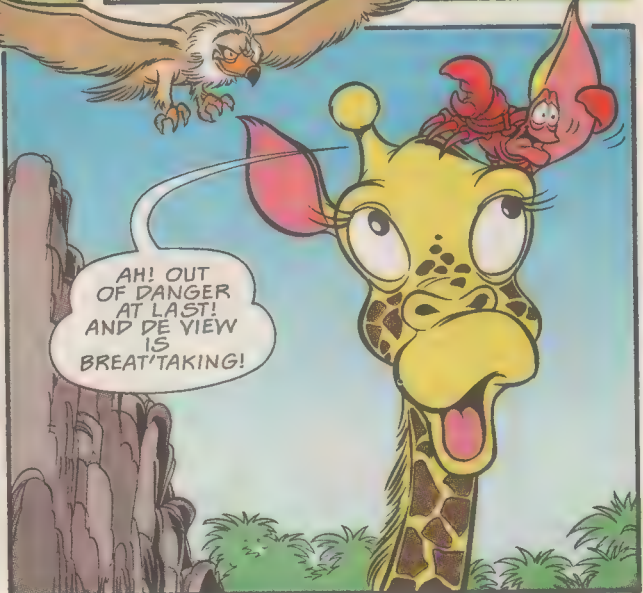
MON! I REALLY PUT MY CLAW IN IT DIS TIME!

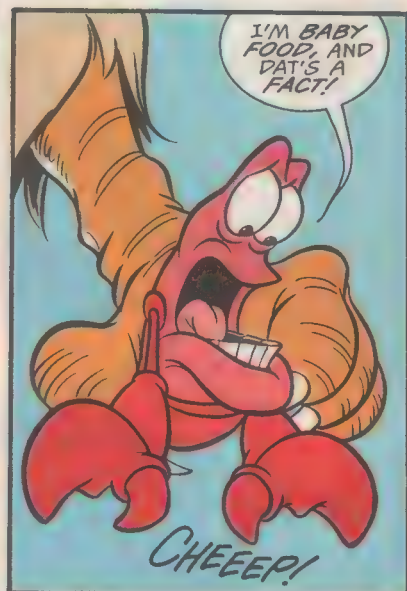
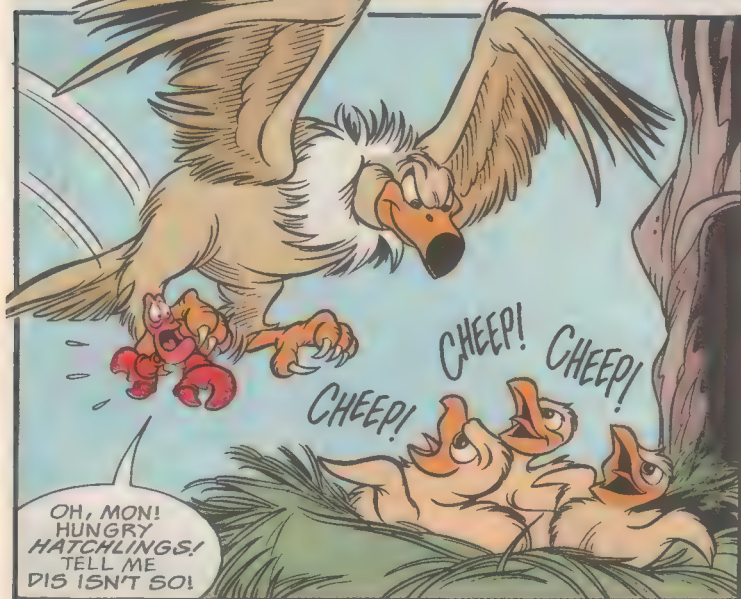
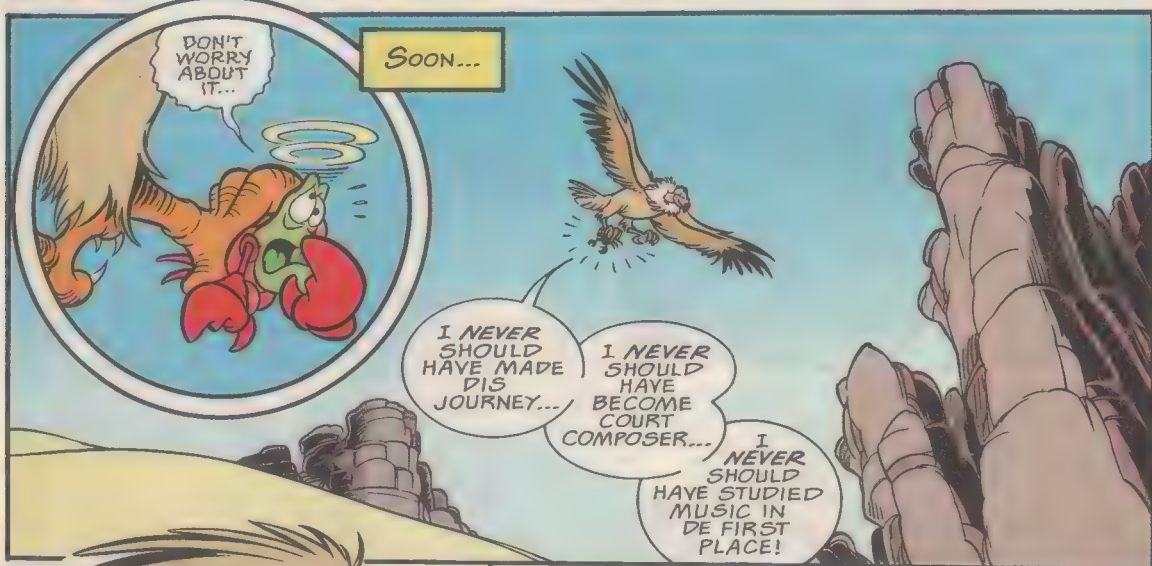
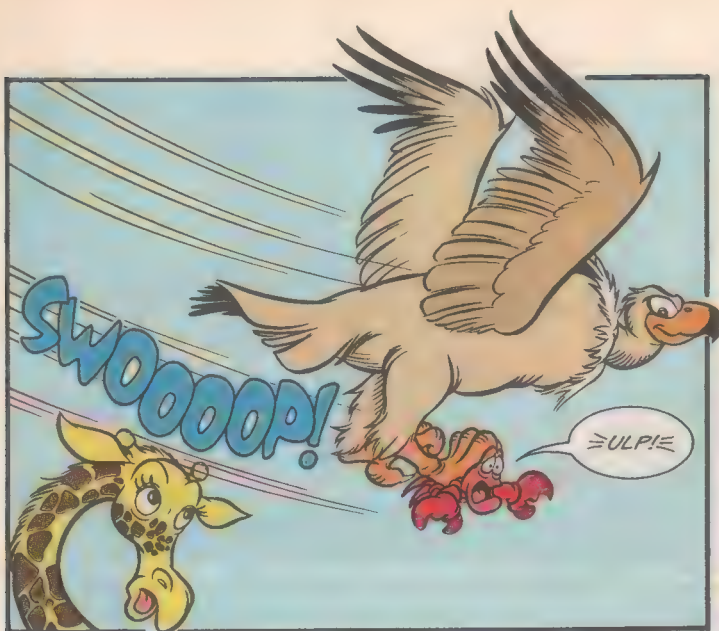
EWHEW! DIS POLING IS A LOT OF HARD WORK FOR ONE LITTLE CRUSTACEAN!

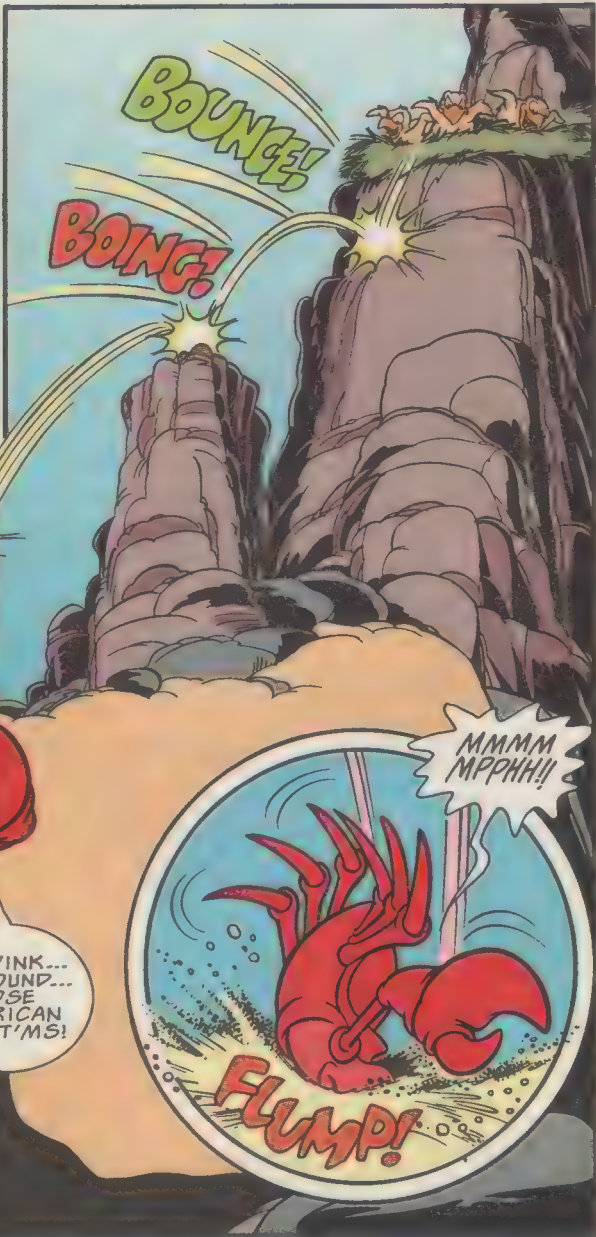
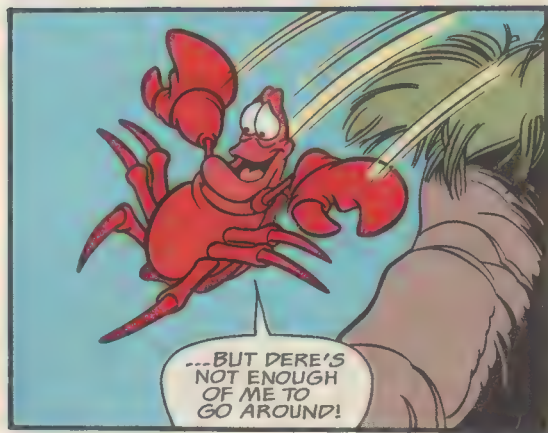
JUMPIN' JELLYFISH!!

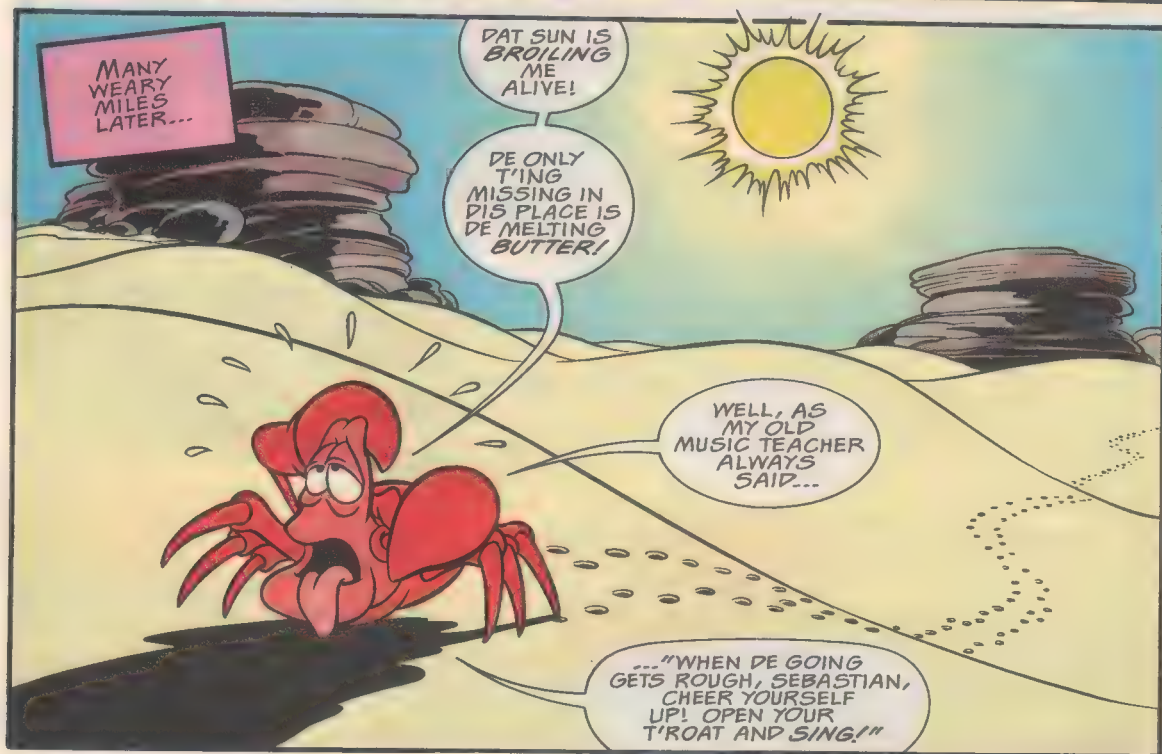
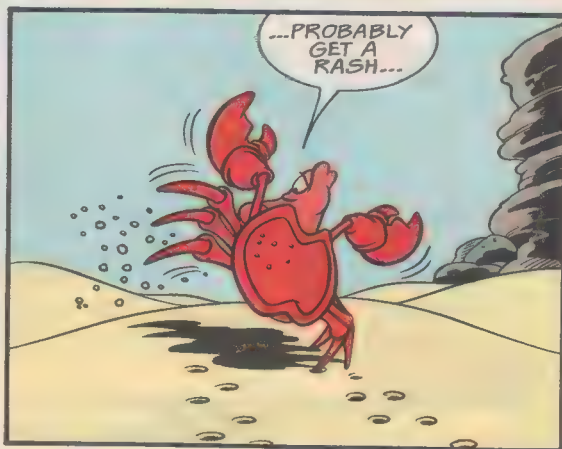
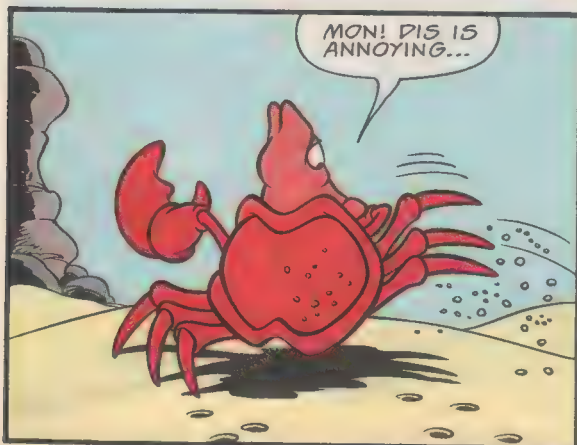
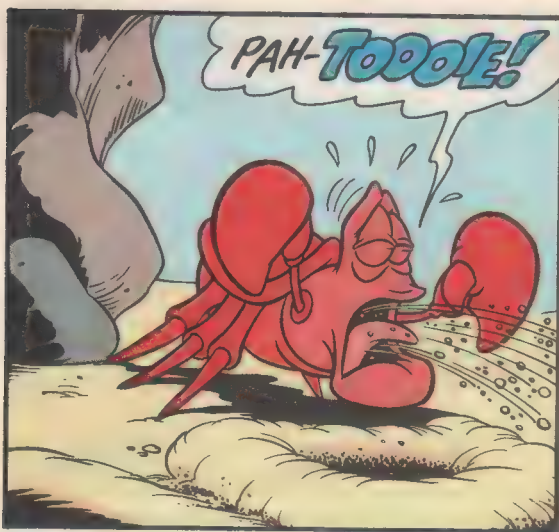


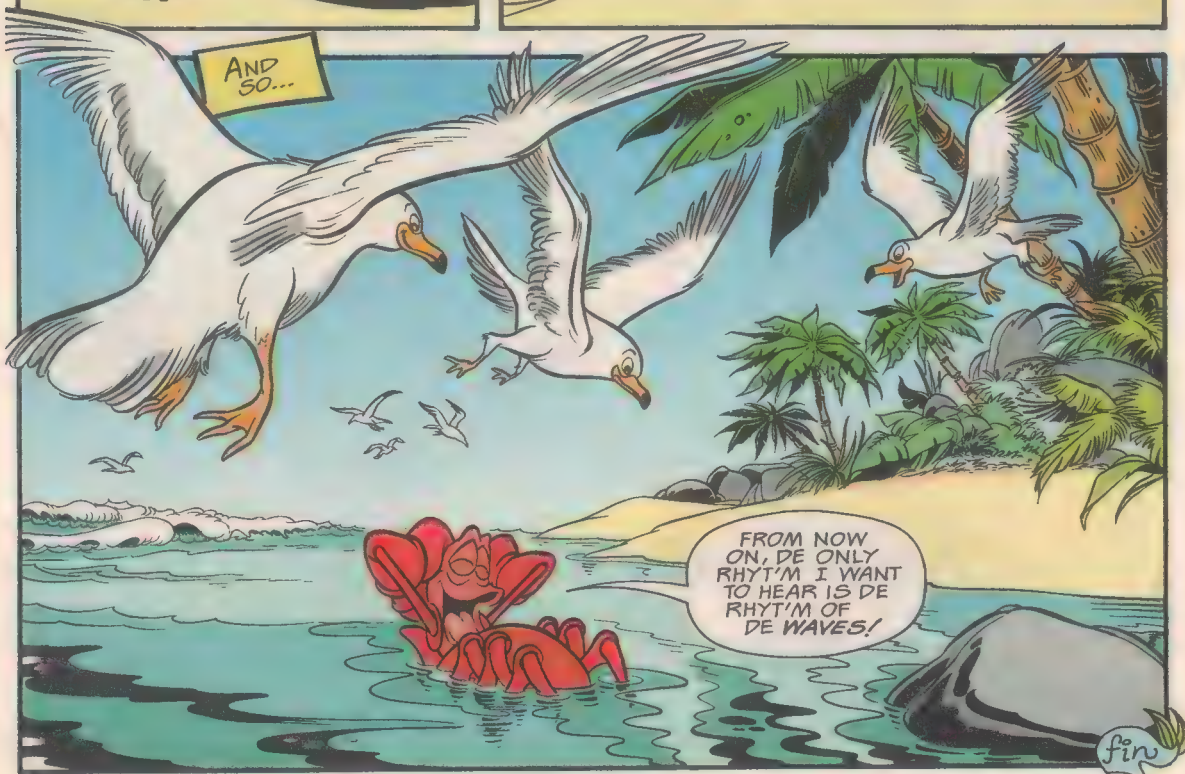
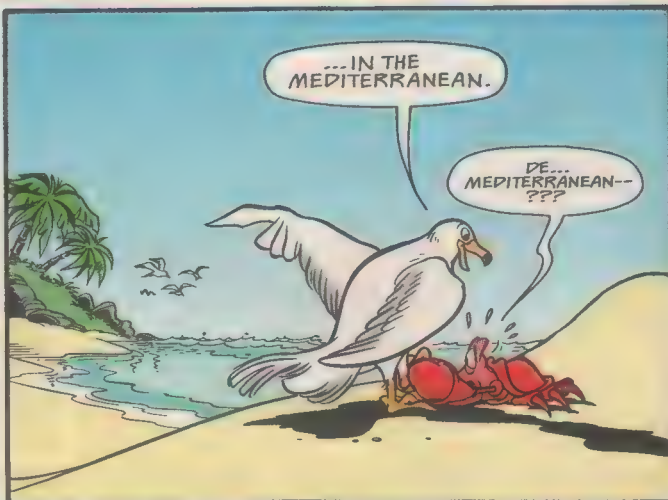
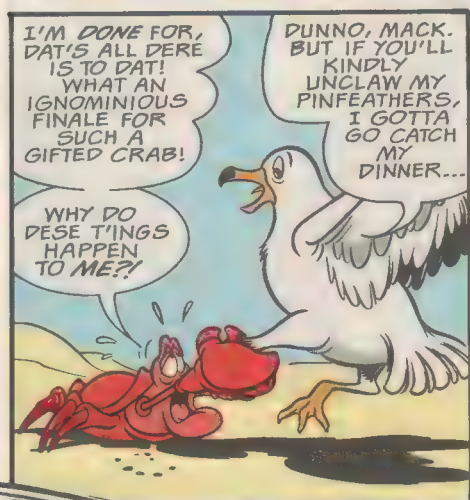
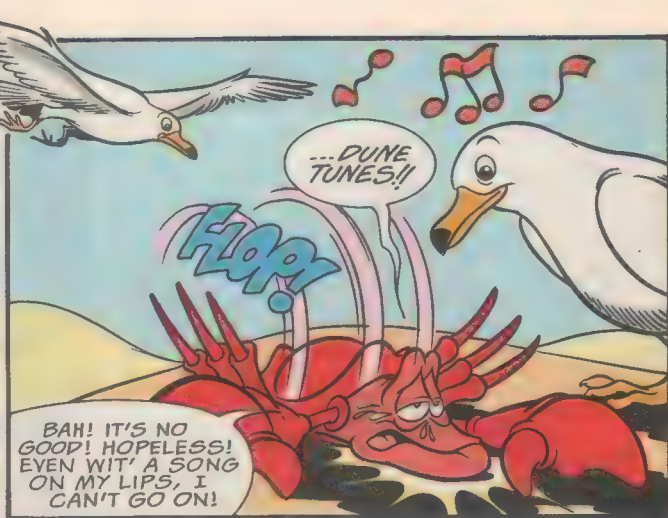






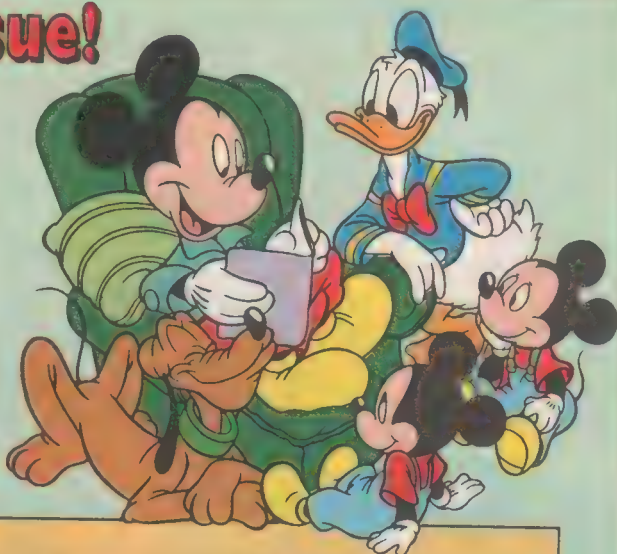






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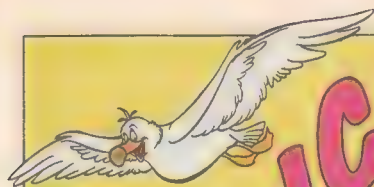
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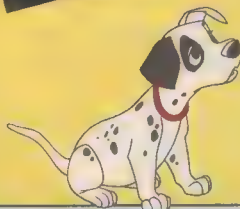
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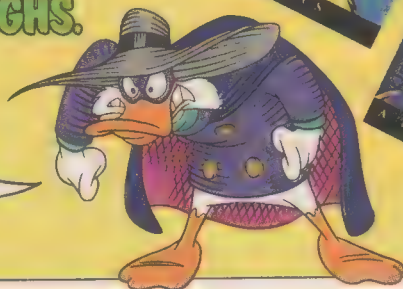
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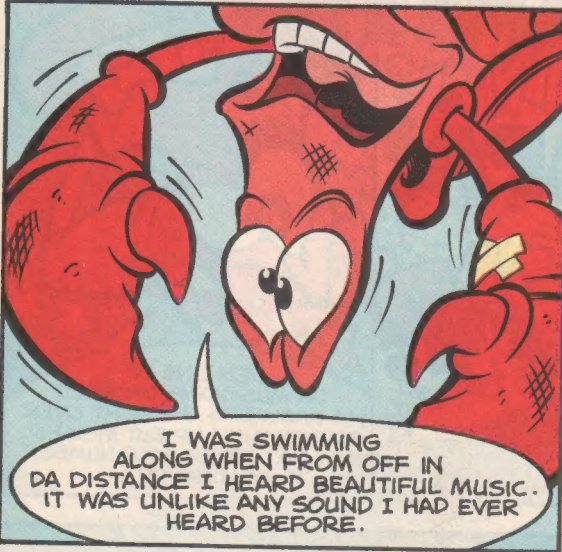
LOOK FOR **MY**
BOOK, TOO!



Disney's **Sebastian** IN **THE BIG FINALE**

OH, MON! I
 REALLY CAUGHT MY
 CLAWS IN DA NET
DYS TIME!

KJ8C17-001



PIONKITA!
PIONK!
TUNK!

MON!

PIONKITA!
PIONK!
TUNK!

I MADE MY WAY TO DA SHORE AND FOUND DA MUSICIANS. I T'INK TO MYSELF: "HEY, DAT'S A PRETTY GOOD TUNE FOR A HUMAN!"

PIONKITA!
PIONK!
TUNK!

MON-O-MON!

PIONKITA!
PIONK!
TUNK!

I T'INK SOME MORE. "I BET I COULD DO IT BETTER!" SO I GET AS CLOSE TO THE MUSIC AS I CAN.

PIONKITA!
PIONK!
TUNK!

B-DINK!
BUMPA!
THUMP!

GOLLY!

PIONKITA!
PIONK!
TUNK!

DEN ONE OF DA MUSICIANS DROPPED HIS HAMMERS. HE BENT OVER TO PICK THEM UP BUT MISSED. NOW DAT HIS BIG SOLO NUMBER IS COMING UP...

...I HOPE HE KEEPS IT SHORT!

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to end any
comic book.**



PAY NO ATTENTION
TO THE AD
BELOW!



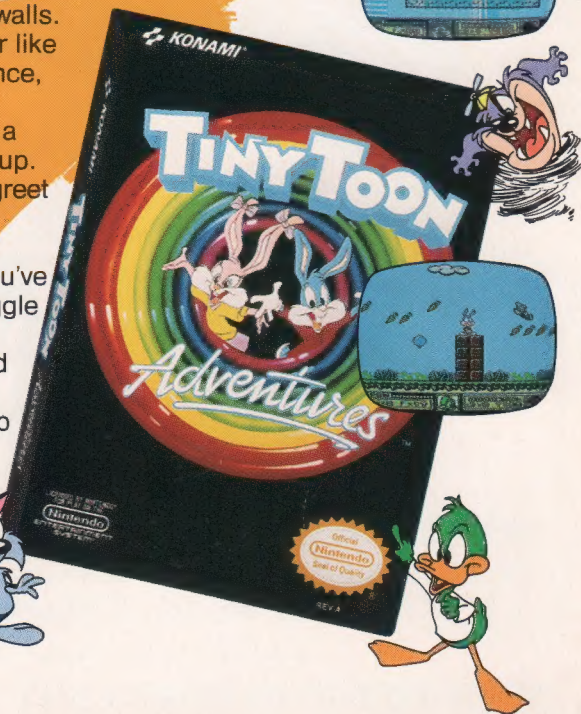
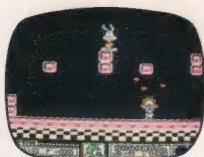
BUSTER NEEDS YOUR HELP TO SAVE BABS FROM MONTANA MAX BEFORE IT'S TOO LATE.

Acme Acres is in trouble to the *max*. That bratty billionaire has captured Babs Bunny. So Buster's got to get hopping on a wild rescue romp!

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